



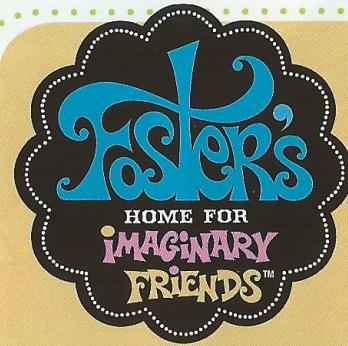
LEAPSTER

LEARNING GAME SYSTEM



PARENT GUIDE
LeapsterWorld.com

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.



All work and no play makes Bloo a dull—Bloo. But today Mac has volunteered to help take care of some of the other imaginary friends at Foster's. Learn spelling and phonics skills in a whole new way as you help Mac and Bloo take care of the friends—and keep Bloo from stirring up mischief!



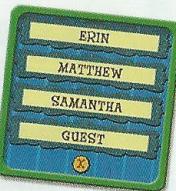
Getting Started:

1 Insert the cartridge with the printed side facing to the front. Press the On/Off button to begin.

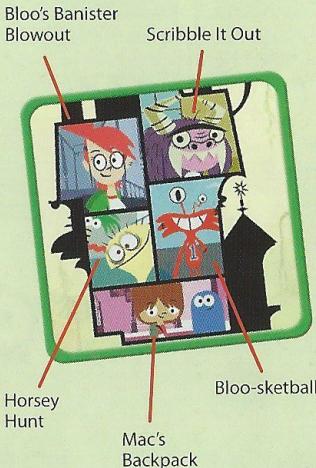
Sign In:

1. Follow the on-screen instructions to sign in.

2. The LEAPSTER® system will store the game information of up to 3 players. To remove or replace a player, touch the X icon.



3



Many Ways to Play

One of the most effective ways to help your child master new skills is through engaging play experiences. *Foster's Home for Imaginary Friends™* presents a structured spelling curriculum taught through a variety of interactive games that can be played in any order.

To select a game on your LEAPSTER handheld, touch an icon on your LEAPSTER screen with the stylus, or use the D-pad to scroll through and highlight icons. With the LEAPSTER TV™ system, use the stylus to locate the icon on the TV and click the stylus button.

Select Mac's Backpack to adjust sound, select a level, view the number of paddleballs you have collected, view your web codes and more!

NEW CLASSROOM-BASED TEACHING METHOD!

Foster's Home for Imaginary Friends teaches spelling skills in the order they are meant to be learned. No matter which game your child chooses to play, the content will automatically adjust to teach the spelling skills he or she is ready to learn. For example, if your child has shown mastery of short vowel patterns in Horsey Hunt, long vowel patterns will be introduced next, whether your child chooses a new game or plays Horsey Hunt all over again. This helps children progress in sequential steps down the learning path, with each skill building on the last.

Learning at All Levels

When players insert the *Foster's Home for Imaginary Friends* cartridge, they will be prompted to select a level. This level can be changed at any time by selecting Mac's Backpack on the main screen. The LEAPSTER® system remembers the skill level of each stored player and progresses in a structured order as skills are mastered.



Level 1 (kindergarten curriculum): Players identify letters, letter sounds, initial and final letters in words, and simple decodable words. Players also get practice using letter sounds to spell words.

Level 2 (first-grade curriculum): Players identify simple decodable words, vowel families, vowel and consonant digraphs, CVC and CVCE words, plurals and diphthongs. Players also get practice substituting different sounds in words.

Level 3 (second-grade curriculum): Players identify r-controlled vowels, consonant digraphs and blends, compound words, adding endings with no spelling changes, contractions, silent letters and homophones.

WHAT'S BEING TAUGHT?

Spelling: Players learn to spell by progressing through a structured curriculum.

WHY IS THIS IMPORTANT?

Children develop spelling skills over time through explicit guidance and much practice. *Foster's Home for Imaginary Friends* helps introduce the essential building blocks of spelling in sequential order, so that children can build their confidence with early skills before progressing on to more difficult concepts.

First, children learn to break down words into their sounds and write the letters that stand for those sounds. Within these game experiences, they actively build their knowledge of letter-sound relationships by identifying letters and matching them to the sounds they make. Once children master individual letter-sound relationships, they begin to learn how certain letter combinations make different sounds, such as consonant blends (*bl, dr, st*) and consonant digraphs (*th, sh*). They begin to see patterns that use short vowel sounds (consonant-vowel-consonant words) and long vowel sounds (consonant-vowel-consonant-silent *e*), and they become familiar with spelling rules and generalizations. For example, they learn that the letter *q* is always followed by the letter *u*, and that every syllable has a vowel or the letter *y*. They discover that for most nouns, you add the ending *-s* to make the word mean more than one. Building familiarity with letter combinations, spelling patterns and common spelling rules through repeated gameplay helps children spell regular words quickly and easily.

Effective spellers are able to use this understanding of how words work to help their reading as well. They can apply their word-solving strategies to visualize and quickly learn new words, and recognize familiar letter patterns in unfamiliar words. For example, some silent letter clusters are commonly found at the end of words (*would, talk*), while others are found at the beginning of words (*know, wrong*). Repeated practice helps build a child's ability to spell and to read both regular and irregular words.

How a Tutorial Works

Tutorials help children understand new concepts by breaking them down into smaller parts. A tutorial is activated when the player presses the Hint button. Simple audio and visual prompts provide examples of spelling or letter concepts, or give players tips to ensure learning success. For example, when a player incorrectly spells a word ending with the silent letter *e*, the narrator explains that the silent *e* makes the vowel sound long in the word. Throughout each tutorial, Madame Foster offers words of encouragement.



Game Summary

Everyone likes to spend time at Foster's Home for Imaginary Friends. It's an amazing place for kids and imaginary friends alike. But today, Mr. Herriman has given Frankie too many jobs to do, and now it's up to Mac to help her take care of the imaginary friends. Join Mac and Bloo as they navigate through Madame Foster's wacky house, learning spelling and helping friends as they slide down banisters, play basketball and more!

From the main screen, players can select the game they want to play. Once a game has been selected, Frankie will explain just what to do to take care of the imaginary friends. Let's get to it!

Mac's Backpack

Players can select Mac's Backpack on the main screen to adjust sound, select a level, see everything they've collected and more!

Music On/Off: To turn off the background music, touch the music note. Then, touch the Music Off symbol to turn the music off. This setting will return to "Music On" each time the LEAPSTER® system is powered on.

Level Select: When players insert the *Foster's Home for Imaginary Friends* cartridge, they will be prompted to select a level. This level can be changed at any time by selecting the 123 icon in Mac's Backpack.

Trading Cards: Collect trading cards in every game!

The trading cards appear in games once players have answered enough questions correctly. Visit Mac's Backpack to see all the bronze, silver and gold trading cards collected so far.

Paddleballs: A few rare trading cards can only be unlocked by collecting paddleballs. By successfully completing activities, players can unlock bonus rounds to collect as many paddleballs as they can!

Web Codes: Players can also view all the web codes they've earned in the game. These web codes can be used at LeapsterWorld.com to unlock fun activities and content! Children should always check with their parents before going online.

Frankie's Checklist: Throughout the games, Mac and Bloo have to collect special items for each of the imaginary friends. For example, Poindexter Dorkface needs a pencil and other mathematics supplies, Peanut Butter needs a jar of jelly, One Eye Cy wants a kazoo and Bloppypants wants a fiddle, among many other things. Players can view their checklist in Mac's Backpack at any time to see what else they still need to collect.

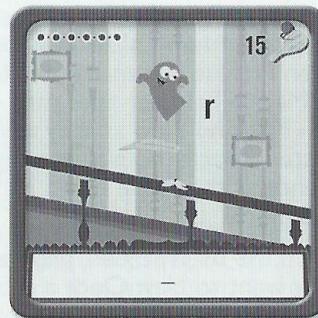


Left to right, top to bottom:
Paddleballs, Trading Cards,
Checklist, Music, Level Select,
Web Codes

Bloo's Banister Blowout

How to Play

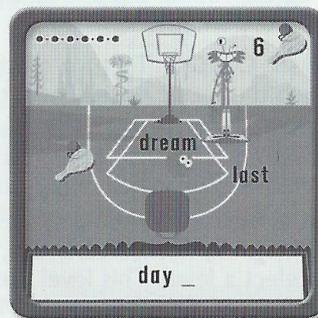
First on Frankie's list: Clean all the banisters in the house. No problem! Bloo jumps on a chamois and sails down the banister. Using the D-pad, players have to steer Bloo into as many correct answers as possible before he gets to the end of the banister. Players press the A button to jump over gaps and banister caps along the way. It's time to do some serious dusting!



Bloo-sketball

How to Play

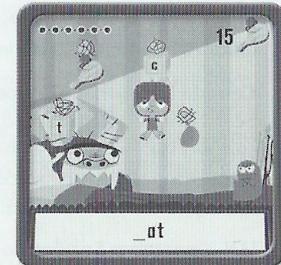
Wilt just can't say no. He's always ready to lend a helping hand—especially if you stick around for a quick game of hoops. Using the stylus, players first move Mac left and right across the basketball court, and then flick the stylus when Mac is positioned in front of the correct answer. It's a perfect pass and then—whoosh—nothing but net for Wilt!



Scribble It Out

How to Play

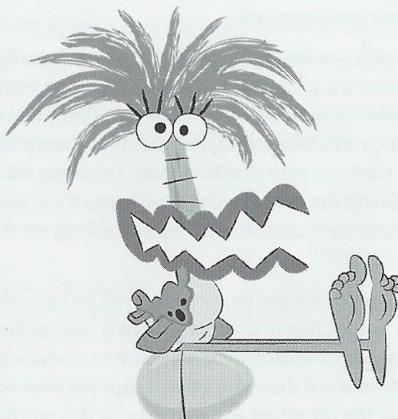
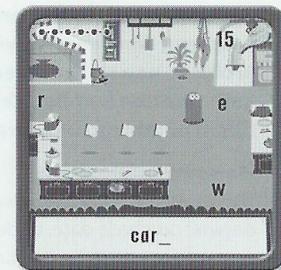
What's up, Eduardo? This gentle beast is pretty upset. The Scribbles have stolen all of his letter blocks! Mac quickly hops onto the bed, knowing that if he can just bounce high enough, he can grab the letters for Eduardo. Players use the D-pad to move Mac left and right on the bed and the A button to grab letter blocks. Watch out for the bubblegum, not to mention the water balloons—if one pops, Mac will get drenched!



Horsey Hunt

How to Play

Bendy has stolen Cheese's Horsey! Bloo is on a mission to recover the stolen Horsey and return it to its rightful owner. Players use the D-pad to navigate Bloo through a maze of rooms and the A button to jump over banana peels, food trolleys and other obstacles. Keep an eye out for Coco—if she's nearby, players can press the B button to make Bloo shout. When Coco becomes startled, she lays a plastic egg. Who knows what surprises might be hidden inside!



U.S. Consumer Service Contact

Search for frequently asked questions, review your previous questions or submit a question to our support staff via email 24 hours a day at our U.S. Consumer Support website at <http://www.leapfrog.com/support>. If you do not have Internet access, please call (800) 701-LEAP (5327) during normal business hours.

Canada Consumer Service Contact

Search for frequently asked questions, review your previous questions or submit a question to our support staff via email 24 hours a day at our Canada Consumer Support website at <http://lfcana.ca.custhelp.com>. If you do not have Internet access, please call (800) 701-LEAP (5327) during normal business hours.

U.K. Consumer Service Contact

Search for frequently asked questions or submit a question to our support staff via email 24 hours a day at our U.K. Consumer Support website at <http://leapfroguk.custhelp.com>. If you do not have Internet access, please call 0800 169 5435, or Eire +44 (0)1702 200244, during normal business hours.

Australia Consumer Service Contact

Please submit questions to our support staff via email at info@funtastic.com.au or free-call 1800 244 543 during normal business hours.

IMPORTANT: If you have a problem with this product, return it to the retailer where the product was purchased for exchange. If the retailer is unable to assist you for any reason, contact LeapFrog Consumer Services. If our service representative is unable to help you resolve the problem, you will be given instructions on how to replace the product and an authorization/authorisation number. Returns must have a Return Merchandise Authorization/Authorisation (RMA) number to be accepted at our warehouse.

Warranty Information

This LeapFrog® product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product to LeapFrog for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules: If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog's exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited

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Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the three-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. You may also have other rights under U.K. law, which this warranty does not limit.

Australia: You may also have other rights under consumer protection conditions and warranties implied by Australia federal, state and territory laws.

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For ages 5 to 8 years.

Convenant aux enfants entre 5 et 8 ans.

LeapsterWorld.com

PART# 605-11103-A



LEAPSTER®

Learning Game System

Visit LeapsterWorld.com

You'll find fun surprises, great games, tips, tricks and more for the LEAPSTER® family of learning game systems at LeapsterWorld.com!

**SECRET
CODES**



Use the secret web codes you've earned in the games to unlock fun activities and content at LeapsterWorld.com!



TIPS & TRICKS

Want to know how to access secret content or improve your scores? Go to LeapsterWorld.com for tips and tricks!

NEW GAMES

Find out about the newest games in the LEAPSTER family!



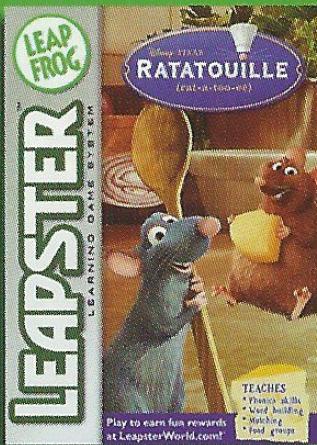
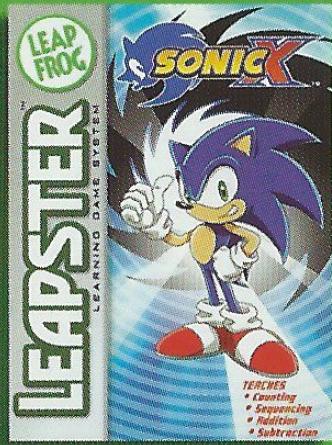
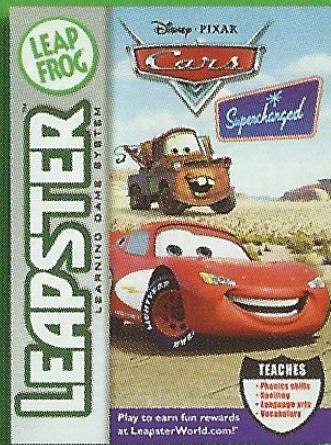
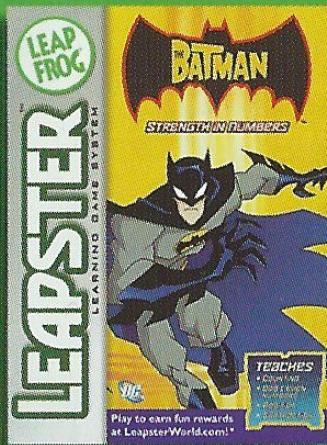
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CHECK OUT THE EVER-GROWING

LEAPSTER®

LEARNING GAME SYSTEM LIBRARY!

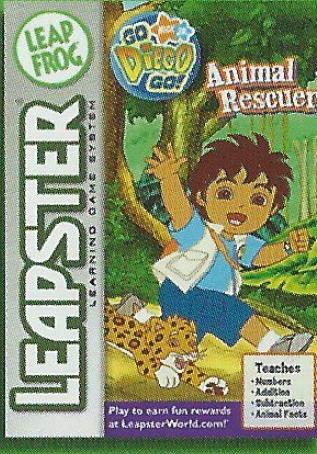
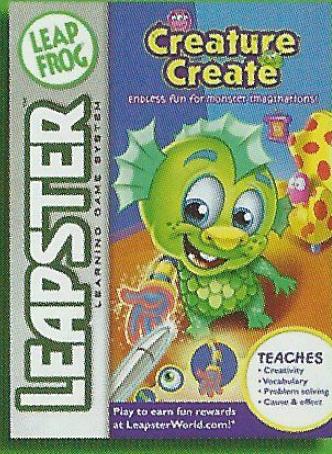
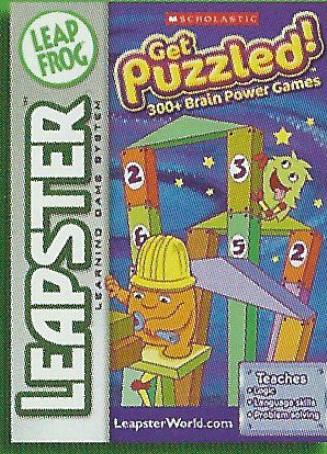


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